



## Minbari Enlisha Patrol Frigate

### SPECS

Class: Hvy Combat Vsl  
In Service: 2248  
Point Value: 825  
Ramming Factor: 140  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 2/3 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8



### WEAPON DATA

Intermediate Fusion Cannon  
Class: Molecular  
Mode: Standard  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

Fusion Cannon  
Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**FORWARD HITS**  
1-3: Retro Thrust  
4-8: Int Fusion Cannon  
9-10: Fusion Cannon  
11-18: Forward Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-12: Fusion Cannon  
13-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-8: Primary Struct  
9-10: Port/Stb Thrust  
11-12: Jammer  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

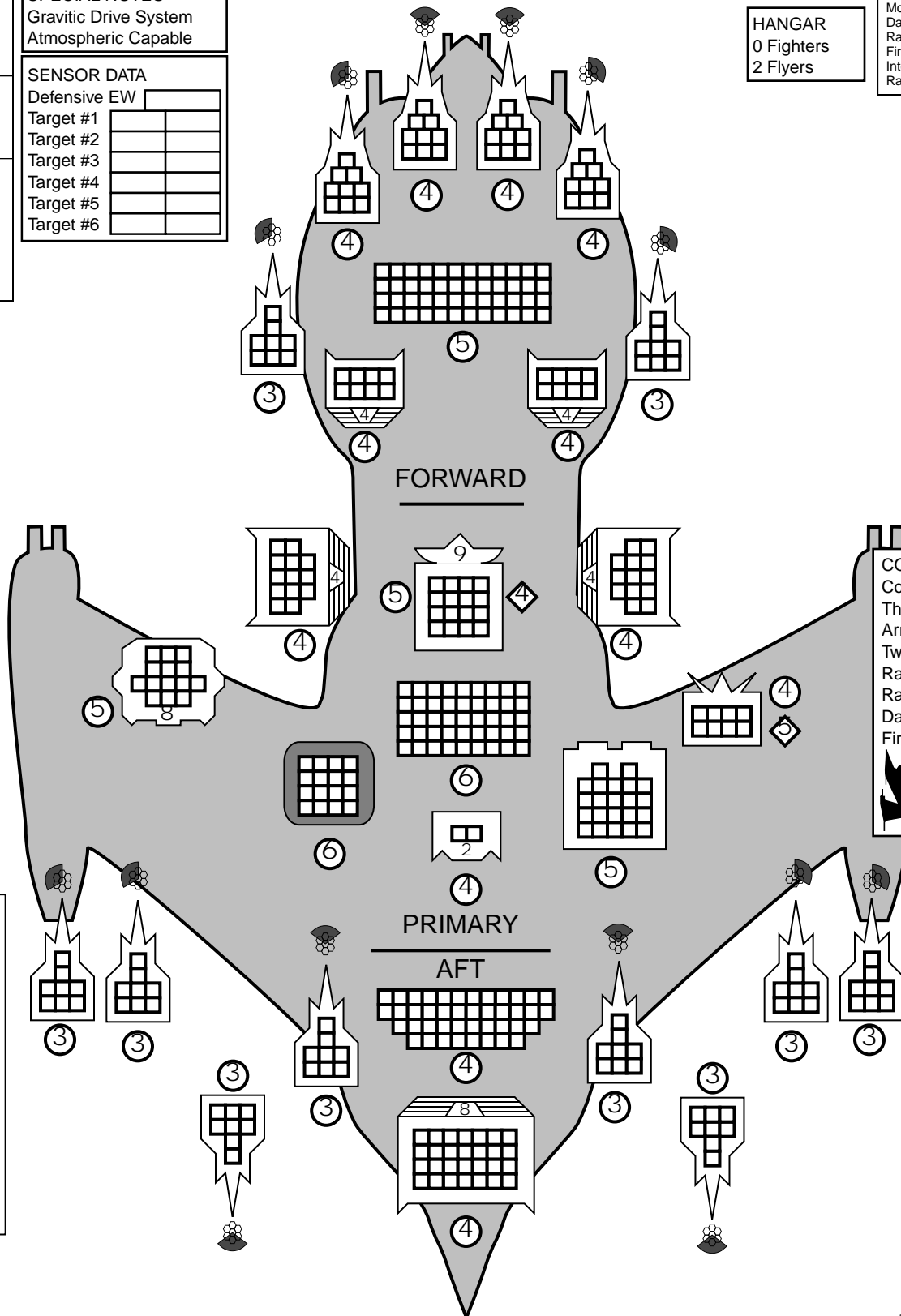
### SPECIAL NOTES

Gravitic Drive System  
Atmospheric Capable

### SENSOR DATA

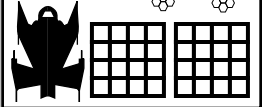
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
2 Flyers



### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Fusion Cannon
- Intermediate Fusion Cannon
- Jammer